

QGIS Application - Bug report #15615

Working with a GeoPackage consumes 100% of processor unit

2016-09-26 03:34 AM - Radek Pasiok

Status: Closed	
Priority: Normal	
Assignee:	
Category: Vectors	
Affected QGIS version: master	Regression?: No
Operating System: Windows	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: invalid
Crashes QGIS or corrupts data: No	Copied to github as #: 23538

Description

Hi Devs,

Thanks for the latest update for GeoPackage solving db locks on concurrent writes (#15351).

However, after updating to ed8807c (LTR) or to 0497e4a (2.17) on Windows, 64-bit OSGeo4W, when a GeoPackage is loaded QGIS eats 100% of a processor unit, making the GUI somewhat lagged - switching the active layer takes almost a second, for example.

History

#1 - 2016-09-28 04:43 AM - Giovanni Manghi

- Status changed from Open to Feedback

- Category set to Vectors

Could you please share the geopackage that is causing this problem?

#2 - 2016-10-02 02:18 PM - Radek Pasiok

It turned out, that the excessive CPU usage was caused by another (broken) GeoPackage existing in the same directory. Removing it solved the problem: the rest of the files is being read correctly and there is no excessive CPU usage.

Unfortunately, I can't share the broken gpkg, as it contains private data.

Thanks for all your effort!

#3 - 2016-10-02 06:20 PM - Giovanni Manghi

- Resolution set to invalid

- Status changed from Feedback to Closed